

Amendments to the Claims:

A listing of the entire set of pending claims (including amendments to the claims, if any) is submitted herewith per 37 CFR 1.121. This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Canceled)

2. (Currently amended) ~~The method according to claim 4~~ A method for the handling of a recorded data stream and associated linear application, comprising:
_____ commencing linear real-time playback of the data stream and commencing running of the linear application from a starting point thereof;
_____ on entering a non real-time playback phase, mapping select frames from the data stream using a mapping scheme to create an interactive trick play stream; and
_____ mapping events from the linear application into the interactive trick play stream using said mapping scheme, wherein if the event occurs between a first and second frame in the recorded data stream, the event is mapped so as to occur between the mapped first and second frame in the interactive trick play stream.

3. (Currently amended) The method according to claim ~~4~~ 2, wherein the event is mapped using the following mapping scheme

$$t(E_x') = t(t_0) + (t(E_x) - t(t_0))/n$$

where n is a fast forward factor, $t(t_0)$ is the time trick play is started and E_x is the event.

4. (Currently amended) The method according to claim ~~4~~ 2, wherein any event scheduled to occur in a group-of-pictures is fed to the linear application together with a mapped I-frame during the non real-time feedback.

5. (Currently amended) The method according to claim ~~4~~ 2, wherein the event of the linear application is executed using no user input.

6. (Currently amended) The method according to claim 4 2, further comprising the steps of including:

- determining when an event for the linear application will occur;
- pausing the linear application prior to the event;
- unpausing the linear application prior to the event; and
- executing the event of the linear application.

7. (Original) The method according to claim 6, wherein the linear application is paused and unpaused using application control codes.

8-9 (Canceled)

10. (Currently amended) ~~The apparatus according to claim 9~~ An apparatus for the handling of a recorded data stream and associated linear application, comprising:

_____ means for commencing linear real-time playback of the data stream and commencing running of the linear application from a starting point thereof;

_____ means for mapping select frames from the data stream using a mapping scheme to create an interactive trick play stream; and

_____ means for mapping events from the linear application into the interactive trick play stream using said mapping scheme, wherein if the event occurs between a first and second frame in the recorded data stream, the event is mapped so as to occur between the mapped first and second frame in the interactive trick play stream.

11. (Currently amended) The apparatus according to claim 9 10, wherein the event is mapped using the following mapping scheme

$$t(E_x') = t(l_0) + (t(E_x) - t(l_0))/n$$

where n is a fast forward factor, $t(l_0)$ is the time trick play is started and E_x is the event.

12. (Currently amended) The apparatus according to claim-9 10, wherein any event scheduled to occur in a group-of-pictures is fed to the linear application together with a mapped I-frame during the non real-time feedback.

13. (Currently amended) The apparatus according to claim-9 10, wherein the event of the linear application is executed using no user input.

14. (Currently amended) The apparatus according to claim-9 10, further comprising:
means for determining on entering a non linear playback phase when an event for the linear application will occur;
means for pausing the linear application prior to the event;
means for unpausing the linear application prior to the event; and
means for executing the event of the linear application.

15. (Original) The apparatus according to claim 14, wherein the linear application is paused and unpaused using application control codes.

16 (Canceled)

17. (Currently amended) A method for the handling of a recorded data stream and associated linear application, comprising ~~the steps of:~~
commencing linear real-time playback of the data stream and commencing running of the linear application from a starting point thereof;
on entering a non real-time playback phase, mapping select frames from the data stream using a mapping scheme to create an interactive trick play stream; and
pausing and unpausing the linear application using application control codes received from an ~~Application Information Table~~.

18. (New) An apparatus comprising:

a playback system that is configured to commence linear real-time playback of a recorded data stream and running of an associated linear application from a starting point thereof; and

a mapper that is configured to map select frames from the data stream using a mapping scheme to create an interactive trick play stream;

wherein the mapper is configured to map events from the linear application into the interactive trick play stream using the mapping scheme, such that, if the event occurs between a first and second frame in the recorded data stream, the event is mapped so as to occur between the mapped first and second frame in the interactive trick play stream.

19. (New) The apparatus of claim 18, wherein the event is mapped using a mapping scheme that includes determining

$$t(E_x') = t(l_0) + (t(E_x) - t(l_0))/n, \text{ where:}$$

n is a fast forward factor, $t(l_0)$ is the time trick play is started and E_x is the event.

20. (New) The apparatus of claim 18, wherein any event scheduled to occur in a group-of-pictures is fed to the linear application together with a mapped I-frame during the non real-time feedback.

21. (New) The apparatus according to claim 18, wherein the event of the linear application is executed using no user input.

22. (New) The apparatus according to claim 19, wherein the playback system is configured to:

determine, on entering a non linear playback phase, when an event for the linear application will occur;

pause the linear application prior to the event;

unpause the linear application prior to the event; and

execute the event of the linear application.